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Commodore C64/128

Knight Games 2
Space Trilogy

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KNIGHT GAMES 2

SPACE TRILOGY

COMMODORE C64/128



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KNIGHT GAMES 2: SPACE TRILLOGY

by Jon Williams

Knight Games 2: Space Trillogy, where Knights still have fights, but in the year 3002, the nature of combat is slightly different to that of the first game. In this game, the robots are transported into the future, where combat robots replace battling enemies and lasers replace bows and arrows! But the aim is always the same, to be the winner in the Final Tournament and avoid the humiliation of defeat and possible death!

Knight Games 2 offers 3 distinctly different combat games:

- 1) COMBAT ROBOT
- 2) IN ORBIT
- 3) THE FINAL TOURNAMENT

Each game may be loaded separately. Games 2 and 3 require Access/Status codes obtained during gameplay which permit entry to the next game. Once you have obtained the Access Codes, you may load games 2 and 3 at will.

Once you have obtained the codes, enter them here for future reference:

GAME 2:

GAME 3:

TITLE SCREEN

Displays high scores for the three main game sections. The best Access codes obtained during Games 1 and 2 are also shown. Press any key to begin play. Press F1 to load another game section from tape or disk.

STATUS SCREEN: GAMES 1 and 2:

Five meters on display:

ENERGY
RESERVE BANK
SHIELD
DAMAGE
LIFE SUPPORT STATUS LEVELS

Shoot at the aliens, and push the joystick forward to jump and dodge. Don't shoot the provisions moving across the foreground; you'll lose energy!

USE THE SPACEBAR TO DETOULATE THE SMART BOMB

GAME 3: THE FINAL TOURNAMENT
Reaching your destination, you contest 3 events against either Player 2 or the Computer:

SCORING PANEL

Player 1 is Red, and you must avoid being hit; this reduces your score. Player 2 is Blue, and you must avoid being hit; this reduces your shields are gone, but you can collect a win bonus if you defeat your opponent before the time runs out.

GAMEPLAY

You play the 3 events in succession, your aim: to obtain the highest score. The events are: JET, Jousting, Light Sabres, Photon Chains.

Joystick operation: Use the button and the joystick to start an attack sequence. Without the button, the joystick allows a swivel movement in the chosen direction. In JET, Jousting, the joystick allows a selection of different moves.

Check the status screen for hints on gameplay!

KEYBOARD OPERATION

ON THE TITLE SCREEN

Press RETURN or F1 to start the game

F1 Load new game section from tape/disk

STATUS SCREEN: GAMES 1 and 2

F1 Enter energy transfer mode - use joystick as directed

F2 Enter energy transfer mode - use joystick as directed

F5 Long range scanner

F7 Start game

STATUS SCREEN: GAME 3

F1 Select opponent

F3 Terminates current game

F5 Long Range Scanner

F7 Start game

During gameplay, the reserve bank energy is filled depending on the game, whereas the three status levels may be reduced by explosions etc. etc. The game ends when any of the 3 status levels falls to zero. After completing a screen, in F1 to enter the transfer mode to build up the status meters. Any remaining reserve bank energy will be used to build up the status meters. Any remaining reserve bank energy reaches maximum you are presented with the next Access/Status Code. To obtain a better Access Code, attempt to fill the energy meter again.

STATUS SCREEN: GAME 3

In Game 3 you do not need to update the status levels at the end of a game screen.

GAME 1: COMBAT ROBOT

Control Robby the Robot, collect stranded aliens and Robo-Knights and take them back to your launchpad. There are three planet landscapes to travel through.

SCORING PANEL

F1 Time left

F2 Time left

F3 Time left

F4 Time left

F5 Time left

F6 Time left

F7 Time left

F8 Time left

F9 Time left

F10 Time left

F11 Time left

F12 Time left

F13 Time left

F14 Time left

F15 Time left

F16 Time left

F17 Time left

F18 Time left

F19 Time left

F20 Time left

F21 Time left

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